WHAT IS CLAIMED IS:

1.   A gaming apparatus, comprising:

a display unit;

a value input device;

5   a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to cause said display unit to generate a first game display relating to a first game type,

10   said controller being programmed to receive wager data representing a first wager on said first game type,

said controller being programmed to determine a first value payout associated with an outcome of said first game type,

said controller being programmed to prevent a second wager on

15   said first game type if said controller determined said first value payout associated with said first game type to be at least a predetermined amount,

said controller being programmed to cause said display unit to generate a second game display relating to a second game type

20   different from said first game type if said controller determined said first value payout to be at least said predetermined amount,

said controller being programmed to determine a second value payout associated with an outcome of said second game type,

said controller being programmed to receive reset data

25   representing a reset signal,

said controller being programmed to receive said second wager on said first game type if said controller received said reset data and determined said second value payout.

2.   A gaming system comprising a plurality of gaming apparatuses as

30   defined in claim 1, said gaming apparatuses being interconnected to form a network of gaming apparatuses,

wherein said controller is programmed to cause said display unit to

generate said first game display relating to a first wide area progressive game,

wherein said controller is programmed to prevent said second wager on said first wide area progressive game if said controller determined said first value payout associated with said first wide area progressive game to be a progressive value

5   payout.

3.   A gaming system as defined in claim 2, wherein said controller is programmed to cause said display unit to generate said second game display relating to a second wide area progressive game if said controller determined said first value payout to be a progressive value payout.

10   4.   A gaming apparatus, comprising:

a display unit;

a value input device;

a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively

15   coupled to said processor,

said controller being programmed to cause said display unit to generate a first game display relating to one of the following first game types: poker, blackjack, slots, keno or bingo,

said controller being programmed to receive wager data

20   representing a first wager on said first game type,

said controller being programmed to determine a first value payout associated with an outcome of said first game type,

said controller being programmed to prevent a second wager on said first game type if said controller determined a nonzero value

25   payout associated with an outcome of said first game type,

said controller being programmed to cause said display unit to generate a second game display relating to a second game type if said controller determined a nonzero value payout associated with an outcome of said first game type,

30   said controller being programmed to determine a second value payout associated with an outcome of said second game type,

said controller being programmed to receive reset data

representing a reset signal,

said controller being programmed to receive wager data representing said second wager on said first game type if said controller received said reset data.

5   5.   A gaming apparatus as defined in claim 4, wherein said display unit comprises a video display unit that is capable of generating video images.

6.   A gaming apparatus as defined in claim 5,

wherein said controller is programmed to cause a video image comprising an image of at least five playing cards to be displayed if said first game

10   type comprises video poker,

wherein said controller is programmed to cause a video image comprising an image of a plurality of simulated slot machine reels to be displayed if said first game type comprises video slots,

wherein said controller is programmed to cause a video image

15   comprising an image of a plurality of playing cards to be displayed if said first game type comprises video blackjack,

wherein said controller is programmed to cause a video image comprising an image of a plurality of keno numbers to be displayed if said first game type comprises video keno,

20   wherein said controller is programmed to cause a video image comprising an image of a bingo grid to be displayed if said first game type comprises video bingo.

7.   A gaming apparatus as defined in claim 4, wherein said display unit comprises at least one mechanical slot machine reel.

25   8.   A gaming apparatus as defined in claim 4, wherein said controller is programmed to cause said display unit to generate said second game display,

said second game display relating to a game type other than poker if said first game type comprises poker,

said second game display relating to a game type other than

30   blackjack if said first game type comprises blackjack,

said second game display relating to a game type other than

slots if said first game type comprises slots,

     said second game display relating to a game type other than keno if said first game type comprises keno,

     said second game display relating to a game type other than bingo if said first game type comprises bingo.

9.   A gaming apparatus as defined in claim 4,

     wherein said controller is programmed to cause said display unit to generate said second game display relating to a bonus game of one of the following games: poker, blackjack, slots, keno or bingo,

     wherein said controller is programmed to cause one deal of at least five playing cards if said second game display relates to a bonus game of poker,

     wherein said controller is programmed to cause one deal of a plurality of playing cards if said second game display relates to a bonus game of blackjack,

     wherein said controller is programmed to cause one spin of a plurality of slot machine reels if said second game display relates to a bonus game of slots,

     wherein said controller is programmed to cause one selection of a plurality of gaming numbers if said second game display relates to a bonus game of keno,

     wherein said controller is programmed to cause one selection of winning bingo numbers if said second game display relates to a bonus game of bingo.

10.   A gaming apparatus as defined in claim 4, wherein said controller is programmed to cause said display unit to generate said second game display relating to a different version of said first game type.

11.   A gaming apparatus as defined in claim 4,

     wherein said controller is programmed to cause said display unit to generate said second game display relating to the same version of said first game type,

     wherein said controller is programmed to require said first wager to comprise at least a first amount,

wherein said controller is programmed to require said second wager to comprise at least a second amount different than said first amount.

12. A gaming apparatus as defined in claim 4, wherein said controller is programmed to prevent said second wager on said first game type if said controller determined said nonzero value payout to comprise a value payout of at least a predetermined value payout.

13. A gaming apparatus as defined in claim 4, wherein said controller is programmed to prevent said second wager on said first game type if said controller determined said nonzero value payout to comprise a jackpot.

14. A gaming apparatus as defined in claim 4, wherein said controller is programmed to prevent said second wager on said first game type if said controller determined said nonzero value payout to comprise a progressive value payout.

15. A gaming apparatus as defined in claim 4, wherein said controller is programmed to prevent said second wager on said first game type if said controller determined said nonzero value payout to comprise cumulative value payouts from previous wagers.

16. A gaming apparatus as defined in claim 4,
wherein said controller is programmed to cause said value payout to be paid electronically,
wherein said controller is programmed to receive said reset data if said controller causes said value payout to be paid electronically.

17. A gaming apparatus as defined in claim 4, wherein said controller is programmed to receive said second wager on said first game type if said controller determined said second value payout.

18. A gaming apparatus as defined in claim 4,
wherein said controller is programmed to cause said display unit to generate a menu display, said menu display comprising an image of two or more options, at least one of said two or more options comprising an option for said second game type,

wherein said controller is programmed to receive selection data indicating a selection from among said two or more options.

19.   A gaming system comprising a plurality of gaming apparatuses as defined in claim 4, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

20.   A gaming system as defined in claim 19, wherein said controller is programmed to prevent said second wager on said first game type if said controller determined said nonzero value payout to comprise a plurality of wagers made at said plurality of gaming apparatuses.

21.   A gaming system as defined in claim 19, wherein each of said gaming apparatuses comprises said controller, and wherein each controller is programmed to contribute at least part of said first wager on said first game type to said first value payout.

22.   A gaming system as defined in claim 19,

        wherein each of said gaming apparatuses comprises said controller,

        wherein each controller is programmed to receive wager data representing a wager on said second game type,

        wherein each controller is programmed to contribute at least part of said wager on said second game type to said second value payout.

23.   A gaming system as defined in claim 19, wherein said gaming apparatuses are interconnected via the Internet.

24.   A gaming apparatus, comprising:
        a display unit;
        a value input device;
        a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

                said controller being programmed to receive data representing a payline selection made by a player,

                said controller being programmed to cause said display unit to

- 42 -

generate a first game display relating to a first game type, said first game display comprising images of a plurality of slot machine symbols each of which is associated with a respective slot machine reel of a first slots game,

said controller being programmed to receive wager data representing a first wager on said first slots game,

said controller being programmed to determine a first value payout associated with an outcome of said first slots game, said controller being programmed to determine said outcome of said first slots game based on a configuration of said slot machine symbols,

said controller being programmed to prevent a second wager on said first slots game if said controller determined a nonzero value payout associated with an outcome of said first slots game,

said controller being programmed to cause said display unit to generate a second game display, said second game display relating to a second game type if said controller determined a nonzero value payout associated with an outcome of said first slots game,

said controller being programmed to determine a second value payout associated with an outcome of said second game type,

said controller being programmed to receive reset data representing a reset signal,

said controller being programmed to receive wager data representing said second wager on said first slots game if said controller received said reset data.

25.   A gaming apparatus as defined in claim 24, wherein said display unit comprises a video display unit that is capable of generating video images.

26.   A gaming apparatus as defined in claim 25, wherein said controller is programmed to cause a video image comprising an image of a plurality of simulated slot machine reels to be displayed on said display unit.

27.   A gaming apparatus as defined in claim 24, wherein said display unit comprises at least one mechanical slot machine reel.

28.   A gaming apparatus as defined in claim 24, wherein said controller is programmed to receive payline data representing a number of paylines selected by the player.

29.   A gaming apparatus as defined in claim 24, wherein said controller is programmed to cause said display unit to generate said second game display relating to a game type other than slots.

30.   A gaming apparatus as defined in claim 24, wherein said controller is programmed to cause said display unit to generate said second game display relating to a bonus slots game comprising one spin of a plurality of slot machine reels.

31.   A gaming apparatus as defined in claim 24,

wherein said controller is programmed to cause said display unit to generate said second game display relating to a second slots game, said second game display comprising images of a plurality of slot machine symbols each of which is associated with a respective slot machine reel of said second slots game,

wherein said controller is programmed to receive payline data representing a first number of paylines selected by said player, said first number representing an allowable number of paylines for said first slots game,

wherein said controller is programmed to receive payline data representing a second number of paylines selected by said player, said second number representing an allowable number of paylines for said second slots game different from said allowable number of paylines for said first slots game.

32.   A gaming apparatus as defined in claim 24,

wherein said controller is programmed to cause said display unit to generate said second game display relating to a second slots game, said second game display comprising images of a plurality of slot machine symbols each of which is associated with a respective slot machine reel of said second slots game,

wherein said controller is programmed to require said first wager to comprise at least a first amount,

wherein said controller is programmed to require said second wager to comprise at least a second amount different than said first amount.

33.   A gaming apparatus as defined in claim 24, wherein said controller is

programmed to prevent said second wager on said first slots game if said controller determined said nonzero value payout to comprise a value payout of at least a predetermined value payout.

34. A gaming apparatus as defined in claim 24, wherein said controller is programmed to prevent said second wager on said first slots game if said controller determined said nonzero value payout to comprise a progressive value payout.

35. A gaming apparatus as defined in claim 24, wherein said controller is programmed to prevent said second wager on said first slots game if said controller determined said nonzero value payout to comprise cumulative value payouts from previous wagers.

36. A gaming apparatus as defined in claim 24, wherein said controller is programmed to receive said second wager on said first slots game if said second value payout has been determined.

37. A gaming system comprising a plurality of gaming apparatuses as defined in claim 24, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

38. A gaming system as defined in claim 37, wherein said controller is programmed to prevent said second wager on said first slots game if said controller determined said nonzero value payout to comprise a plurality of wagers made at said plurality of gaming apparatuses.

39. A gaming system as defined in claim 37,
wherein each of said gaming apparatuses comprises said controller,
wherein each controller is programmed to contribute at least part of said first wager on said first slots game to said first value payout.

40. A gaming system as defined in claim 37,
wherein each of said gaming apparatuses comprises said controller,
wherein each controller is programmed to receive wager data representing a wager on said second game type,
wherein each controller is programmed to contribute at least part of

said wager on said second game type to said second value payout.

41.   A gaming method, comprising:

causing a first game display of one of the following first game types to be generated: poker, blackjack, slots, keno or bingo,

5   receiving wager data representing a first wager on said first game type,

determining a first value payout associated with an outcome of said first game type,

preventing a second wager on said first game type if a first value payout of at least a predetermined amount was determined,

10   causing a second game display of a second game type to be generated if said controller determined a first value payout of at least said predetermined amount,

determining a second value payout associated with an outcome of said second game type,

15   receiving reset data representing a reset signal, and

receiving wager data representing said second wager on said first game type if said controller received said reset data.

42.   A gaming method as defined in claim 41, wherein causing a second game display of a second game type to be generated comprises causing a second game

20   display to be generated wherein:

said second game display relating to a game type other than poker if said first game type comprises poker,

said second game display relating to a game type other than blackjack if said first game type comprises blackjack,

25   said second game display relating to a game type other than slots if said first game type comprises slots,

said second game display relating to a game type other than keno if said first game type comprises keno,

said second game display relating to a game type other than

30   bingo if said first game type comprises bingo.

43.   A gaming method as defined in claim 41, wherein causing a second game display of a second game type to be generated comprises causing a second game

display relating to a bonus game of one of the following games to be generated: poker, blackjack, slots, keno or bingo,

wherein said bonus poker game comprises one deal of at least five playing cards if said second game display relates to a bonus game of poker,

wherein said bonus blackjack game comprises one deal of a plurality of playing cards if said second game display related to a bonus game of blackjack,

wherein said bonus slots game comprises one spin of a plurality of slot machine reels if said second game display relates to a bonus game of slots,

wherein said bonus keno game comprises one selection of a plurality of gaming numbers if said second game display relates to a bonus game of keno,

wherein said bonus bingo game comprises one selection of winning bingo numbers if said second game display relates to a bonus game of bingo.

44.   A gaming method as defined in claim 41, wherein causing a second game display of a second game type to be generated comprises causing a second game display relating to a different version of said first game type to be generated.

45.   A gaming method as defined in claim 41, wherein causing a second game display of a second game type to be generated comprises causing a second game display relating to the same version of said first game type, said gaming method additionally comprising:

requiring said first wager to comprise at least a first amount, and

requiring said second wager to comprise at least a second amount different than said first amount.

46.   A gaming method as defined in claim 41, additionally comprising receiving said second wager on said first game type if said controller determined said second value payout.

47.   A memory having a computer program stored therein, said computer

program being capable of being used in connection with a gaming apparatus, said memory comprising:

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to generate a game display representing one of the following first game types: poker, blackjack, slots, keno or bingo,

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to receive wager data representing a first wager on said first game type,

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to determine a first value payout associated with an outcome of said first game type,

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to prevent a second wager on said first game type if said first value payout is determined to be of at least a predetermined amount,

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to generate a second game display relating to a second game type if said first value payout is determined to be of at least a predetermined amount,

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to determine a second value payout associated with an outcome of said second game type,

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to receive reset data representing a reset signal, and

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to receive said wager data representing said second wager on said first game type if said reset data is received.

48.   A memory as defined in claim 47, wherein said memory additionally comprises a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to generate said second

game display wherein:

said second game display relating to a game type other than poker if said first game type comprises poker,

said second game display relating to a game type other than blackjack if said first game type comprises blackjack,

said second game display relating to a game type other than slots if said first game type comprises slots,

said second game display relating to a game type other than keno if said first game type comprises keno,

said second game display relating to a game type other than bingo if said first game type comprises bingo.

49. A memory as defined in claim 47, wherein said memory additionally comprises a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to generate said second game display relating to a bonus game of one of the following games: poker, blackjack, slots, keno or bingo,

wherein said bonus poker game comprises one deal of at least five playing cards if said second game display relates to a bonus game of poker,

wherein said bonus blackjack game comprises on deal of a plurality of playing cards if said second game display related to a bonus game of blackjack,

wherein said bonus slots game comprises one spin of a plurality of slot machine reels if said second game display relates to a bonus game of slots,

wherein said bonus keno game comprises one selection of a plurality of gaming numbers if said second game display relates to a bonus game of keno,

wherein said bonus bingo game comprises one selection of winning bingo numbers if said second game display relates to a bonus game of bingo.

50. A memory as defined in claim 47, wherein said memory additionally

comprises a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to generate said second game display relating to a different version of said first game type.

51.   A memory as defined in claim 47, wherein said memory additionally comprises:

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to generate said second game display relating to the same version of said first game type,

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to require said first wager to comprise at least a first amount, and

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to require said second wager to comprise at least a second amount different than said first amount.